UTAH ATE SKILL CERTIFICATION STUDENT PERFORMANCE EVALUATION

Test Number: #815 Test Name: Multimedia II - Production

(PRINT) Student's Name:	Date:
(PRINT) Teacher's Name:	School:
Teacher's Signature:	_ District:

The performance evaluation is a required component of the skill certification process. Each student must be evaluated on the required performance objectives below. Performance objectives should be completed and evaluated anytime during the course. Students who achieve a 3 or 4 (moderately to highly skilled) on ALL performance objectives and 80% on the written test will be issued and ATE skill certificate.

INSTRUCTIONS:

- Students should be aware of their progress throughout the course, so that they can concentrate on the objectives that need improvement.
- Students should be encouraged to repeat the objectives until they have performed at a minimum of a number 3 or 4 on the rating scale (moderately to highly skilled level).

4 = highly skilled Successfully demonstrated without supervision
3 = moderately skilled Successfully demonstrated with limited supervision

2 = limited skill Demonstrated with close supervision

1 = not skilled Demonstration requires direct instruction and supervision

- When a performance objective has been achieved at a minimum of 80% (moderately to highly skilled level), "Y" (Y=YES) is recorded on the performance summary evaluation form. If a student does not achieve a 3 or a 4 (moderately to highly skilled level), then an "N" (N=NO) is recorded on the summary sheet for that objective.
- All performance objectives MUST be completed and evaluated prior to the written test.
- The teacher will bubble in "A" on the answer sheet for item #81 for students who have achieved "Y" on ALL performance objectives.
- The teacher will bubble in "B" on the answer sheet for item #81 for students who have ONE or more "N's" on the performance objectives.
- The signed evaluation sheet(s) MUST be kept in the teachers' file for two years.
- A copy is also kept on file with the school's ATE skills certification testing coordinator for two years.

	Multimedia II - Production Performance Objectives				
Yes		N	lo.	Standard 1 - Students will create a group project that is Computer-Based Training (CBT)	
4	3	2	1	or Web-Based Training (WBT) to be used by a class or school in the student's local school district.	
				 Developed an interactive multimedia project as a member of a team to be used in a class or school in the district using the principles and elements of visual design Developed the project using project planning and the ADDIE model including creating a story board in collaboration with a subject matter expert. Developed the project in adherence to copyright and fair use guidelines The project includes text, animation, interactivity, audio, digital images, digital video and analysis and feedback 	
Yes No		-	Standard 2 - Students will create a web-based project demonstrating procedures for		
4	3	2	1	effective web delivery.	
				 Developed an interactive multimedia project delivered on the web as a member of a team using the principles and elements of visual design Developed the project using web-safe colors and compressed files for optimal web delivery and display Developed the project in adherence to copyright and fair use guidelines The project includes text, animation, interactivity, and optimized graphics (streaming audio and video optional) 	
Yes No		No.	Standard 3 - Students will create an interactive multimedia CD portfolio which showcases		
4	3	2	1	a student's projects, work, and skill, created individually or as a team member.	
				 Created a menu-driven, interactive portfolio burned to CD-ROM or DVD of the student's projects and multimedia assignments completed The portfolio includes samples of the student's animation, audio, video, 2D graphics, 3D graphics (optional) work and group projects the student has contributed to A student resume is also included as part of the portfolio 	
		No	Standard 4 - The student has participated in a work-based learning experience and/or		
4	3	2	1	competition.	
				 Participated in a work-based learning experience such as a job shadow, internship, field trip to a software engineering firm or listened to an industry guest speaker and/or competed in a high school multimedia competition 	